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ABSTRACT

The Grube Method of Instruction is a teaching and learning system for the acquisition and reinforcement of essential learned skills necessary for school success. The system consists of an illustrated book of useful information, a deck of standard playing cards, and an educationally designed gameboard. It is appropriate for students aged three through adult. The game players acquire useful information by designing and playing simulation games that integrate book knowledge, card playing skills, and gameboard finesse into an entertaining educational experience. The paper suggests various games and activities to address interest and learning styles. (EH)

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ED 402 224

THE GRUBE METHOD:

The Art of Teaching and Learning Useful Information by Designing and Playing a Simulation Game

SO 026 174

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Karl W. Grube, Ph.D., founder of Games By Grube, author of *The Great Lakes Geographical Amusement*, and inventor of the *Grube Method Gameboard*, has published an experiential, teaching and learning methodology entitled *The Grube Method of Instruction* ©1994.

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The Grube Method

The Art of Teaching and Learning Useful Information by Designing and Playing a Simulation Game

The Grube Method © 1994 grube gameboard © 1994 Karl W. Grube, Ph. D., 1995

THE GRUBE METHOD:

The Art of Teaching and Learning
Useful Information by Designing
and Playing a Simulation Game

Karl W. Grube, Ph.D., author-publisher
of *The Grube Method of Instruction* ©1994

HISTORY OF GAMES

The art of teaching and learning mathematical concepts through gaming and board game play was a trademark of all great civilizations. Competitive skills, knowledge, and amusement were highly practiced artforms in the ancient empires of Ceylon, China, Egypt, Greece, India, Japan, Korea, Maya, Mongol, Persia, Rome, and Thailand.

During the past 100 years, scholarly pedagogues, creative inventors, and humorous authors such as Barnum, Carver, Dewey, Edison, Ford, Freud, Froebel, McGuffey, Mann, Montessori, Piaget, Rivera, and Twain, advocated that children learn best by doing an activity as in playing a game with specific rules and directions!

DEFINITION

The Grube Method of Instruction is an optimum teaching and learning system for the acquisition and reinforcement of essential learned skills. (auditory, motor, and visual) Grube Method game players integrate book knowledge, playing card skill, and gameboard finesse into an educational, entertaining, experience!

METHODOLOGY

The Grube Method of Instruction has nine (9) sequential, simulation game design steps and is taught by Grube Method Game Players to groups of students, parents, and educators in a hands-on, design workshop!

(1) **Write-A-Book** *(Identify Useful Information)*

(2) **Create-A-Deck** *(Design Playing Cards)*

(3) **Design-A-Gameboard** *(Create Artistic Work)*

(4) **Collect-A-Bibliography** *(Assemble Game Resources)*

(5) **Learn-A-Set** *(Evaluate Game Principles)*

(6) **Pen-A-Page** *(Write Game Questions)*

(7) **Master-A-Theory** *(Apply Experiential Learning)*

(8) **Play-A-Game** *(Test and Refine)*

(9) **Teach-A-Method** *(Master the Methodology)*

GRUBE METHOD GAMEBOARD

. To some, it's the ultimate cribbage board; a gaming device Mark Twain would play!

. For others. its a gameboard for backgammon, checkers, chess, craps, dominos, and rummy!

. It's a playing surface for card and dice play of the Grube Method simulation games!

. It's a future family heirloom handcrafted in Canada from North American hardwoods!

. It's an all-important instructional device for teaching and learning useful information!

Gameboards feature
. plays #100 card, dice, and board games
. Grube Method games insert into frame
. handcrafted maple hardwood frame 14.5" x 14.5"
. built-in two-track, 4-street cribbage board
. variety of cloth colors for gaming surface
. available in maple, cherry, walnut and mahogany

Gameboards include
. all-weather carrying case
. playing cards, dice, cribbage pegs
. Grube Method Design-A-Game template
. Grube Method Abstract publication
. sold by Grube Method game players only
. ©copyright 1994, Canadian patent pending

($100.00) USA and Canadian funds at par
(Michigan residents add 6% sales tax)

Grube Method Games
. (ages 10 to adult) Our educational games are designed to insert into the Grube Method gameboard. Sets include gameboard, cards, pieces, instructions.

($15.00 each) (Michigan residents add 6% sales tax)

. **09501 Lake Superior Cribbage** *(tourism)*
. **09502 Lake Superior Checkers** *(geography)*
. **09503 Lake Superior Camera Trail** *(photography)*
. **09504 Lake Michigan Poker** *(lighthouses)*
. **09505 Lake Huron Poker** *(boating)*
. **09506 Lake Erie Gin Rummy** *(law)*
. **09507 Lake Ontario Royale Rummy** *(shipping)*
. **09508 Cribbage d'Etroit** *(history)*
. **09509 Great Lakes Lighthouses** *(ports)*
. **09510 Toledo Checkers** *(trivia)*
. **09511 Design-A-Game For Profit!** *(games)*
. **09512 Grube Method of Instruction** *(education)*

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1. The Grube Method of Instruction <Text>
2. Great Lakes Resident Turns Games Into Big Business <Text>
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21. Lake Ontario Gin Rummy (entire file) <Text>

YOU can scroll through the "Games By Grube Great Lakes Catalogue", view actual Great Lakes satellite images, download game questions from "Lake Michigan Poker"; simulate travel on the Lake Superior Circle Tour; or read online the abstract to "The Grube Method of Instruction."

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History Of Games

The art of teaching and learning useful mathemaitical concepts through board game play was a trademark of all great civilizations. Competitive skills, knowledge, and amusement were highly practiced art forms in ancient China, Japan, Egypt, Greece, Rome, and Maya. The 18th and 19th Century European merchantile empires of England, France, Holland, Italy, Spain and Portugual endorsed gaming values by designing monarchy playing cards and board games for amusement.

American and European pedagogues of education, psychology, industry, and literature have researched and documented the value of children's creative play related to experiential learning theory. These 19th and 20th Century pedagogues included Carnegie, Carver, Dewey, Edison, Ford, Freud, Froebel, McGuffey, Mann, Montesorri, Pestalozzi, Piaget, and Twain. *According to these scholarly pedagogues, children will learn most effectively by doing a task or experiencing an activity as in playing a game!*

The following contemporary educators and ardent game players support the *THESIS that experiential learning tasks combined with simulation gaming is an optimum pedagogical methodology for the teaching and learning of useful information:* Antieau, Arnold, Berger, Bertolaet, Bilinski, Botermans, Brown, Campbell-Fuller, Carpenter, Cook, Cooper, Cousins, Crema, Crookall, Dees, DeRoo, DeVries, Duke, Eriksen, Feldt, Fisher, Frank, Gibbs, Golick, Goodman, Greenblat, Grube-K.J., Grube-K.W., Hendrix, Huffaker, Johnson, Kabat, Kaufman, Kienzel, Klutz, Levinson, Markus, Meier, Micka, Murdock, Newman, Morris-Roberson, Parlett, Peek, Perot, Pulling, Reinheimmer, Robinson, Sackson, Scarne, Somes, Stoll, Stork, Thatcher, Thiagarajan, Wall, Wardell, Wergin, Werling, and Wilson.

The Grube Method draws upon documented research to formulate its methodology for optimizing teaching and learning through integration of experiential learning theory with the principles of simulation games.

Historical Board Games

. **Robert Sayers** printed *The Royal Geographical Amusement* in 1763. This geography-traveller game allowed colonial children to learn about the capitals of Europe by playing a game. Capital tours were arranged when children of wealthy merchants reached 12 years of age. **(Adapted the *English Royale Court Game*)**

. **Benjamin Franklin** printed best-selling English and French board games; printed paper, crown money; invented a board game folding device for printing presses; founded the public lending library; and fostered common man's literacy through gaming publications. **(Printed packs of patriotic playing cards)**

. **Samuel Langhorne Clemens, aka Mark Twain,** was granted USA\Canada\England copyrights and patents for *The History Game* in 1883. Players punched holes with pins through the gameboard and scored points for correct answers to English historical questions on monarchy, music, and art. **(Authored first "trivial pursuit" game)**

. **Margie Golick, Ph.D.,** authored *Deal Me In!, Reading, Writing, and Rummy.* "Games are not just frivolities. Most are highly intellectual endeavors with rules that players must learn. . . . There are no better vehicles to train children to remember, to order and classify information, to reason, to look for solutions to problems, to plan ahead, and to begin to empathize with other people." **(Promotes children's learning by playing card games)**

. **Karl W. Grube, Ph.D.,** authored and published *The Great Lakes Geographical Amusement*. Game players learn factual information and concepts on tourism, history, lighthouses, boating, policy, and shipping by playing card game variations of cribbage, poker and rummy. **(Advocates simulation game teaching & learing)**

The Grube Method examines the historical writings and game design techniques of board game authors to acquire useful information pertaining to the disciplines of education, entertainment, and experience.

Definition

The Grube Method of Instruction is an optimum teaching and learning system for the acquisition and reinforcement of essential learned skills necessary for school success. This educational outcome is achieved for students, ages three through adult, by designing and playing an experiential learning based simulation game consisting of an illustrated book of useful information, a deck of standard playing cards, and an educationally, designed gameboard.

Methodology

Doctor Karl W. Grube, Ph.D. has evolved *The Grube Method* from 25 years of classroom teaching and hundreds of teaching workshops. The most important research tool in perfecting *The Grube Method* was trial and error teaching and learning with teachers and students. The 6-hour, *Grube Method Workshop* has nine (9) sequential, simulation game design steps!

(1) Write-A-Book *(Identify Useful Information)*

(2) Create-A-Deck *(Design Playing Cards)*

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(7) Master-A-Theory *(Apply Experiential Learning)*

(8) Play-A-Game *(Test and Refine)*

(9) Teach-A-Method *(Master the Methodology)*

The Grube Method game players acquire useful information by designing and playing simulation games that integrate book knowledge, playing card skill, and gameboard finese.

Simulation Game Learned Skills

According to the contemporary writings of Aase Eriksen, Ph.D., *(Architect)*, Margie Golick, Ph.D., *(Psychologist)*, Karl W. Grube, Ph.D. *(Educator)*, and Donn Werling, Ph.D., *(Naturalist)*, at least twenty-four (24) Learned Skills are necessary for success in a formal school environment.

(1) ***A Sense of Direction*** - eye orientation of numbers and letters as 6's and 9's, p's and q's

(2) ***Auditory Memory*** **-** hearing and recalling Cribbage card play sequence as 6♥, 4♠, 5♦

(3) ***Color Discrimination*** - to note color differences, as in kings, queens, and jacks

(4) ***Computation*** - ability to perform basic math functions as counting and addition

(5) ***Concentration*** - to think by focusing upon one point as in discarding cards

(6) ***Competition*** - the value of winning and the art of losing as in a school bridge tournament

(7) ***Comprehension*** - the ability to understand factual information and concepts from reading materials

(8) ***Cooperation*** - the joint collaboration for winning as card playing Euchre partners

(9) ***Fast Verbal Skills*** - ability to rapidly respond to another players move as cribbage pegging

(10) ***Intellectual Skills*** - the process of learning to learn useful information

(11) ***Motivation*** - the art of providing individual incentive to acomplish a learning activity task

(12) ***Motor Skills*** - learning to shuffle, handle and fan a deck of playing cards for finger-hand coordination

(13) ***Number Concepts*** - learning to discriminate number as 10♥ and 5♠ make a 15/2 count in cribbage

(14) ***Ordering*** - the classification of information in logical arrangements allowing for memorization

(15) ***Probability*** - the mathematical chance of playing card combinations occuring in a simulation game

(16) ***Reasoning*** - the ability to draw conclusions based upon valid, factual information

(17) ***Rhythm*** - orderly timing in physical activities as dealing playing cards in 2-handed ten-card gin rummy

(18) ***Social Skills*** - the positive interaction with children of the same age as learning to play a simulation game

(19) ***Thinking*** - to engage the mind in solving problems as deciding when to bluff in 5-card stud poker

(20) ***Rote Memory*** - the ability to recall information as in cribbage pegging play

(21) ***Verbal Skills*** - to acquire facility with the language as addressing card game opponents

(22) ***Vocabulary*** - an individual's mastery of useful language as four queens beats a full house in 5-card stud poker

(23) ***Visual Discrimination*** - visual eye tracking such as keeping track of cards played in card games

(24) ***Visual Memory*** - a picture in one's mind using visual recall for intrepretation as in A♥ K♥ Q♥ J♥ 10♥

The Grube Method champions the pedagogical axiom that students at any age level can acquire critical, learned skills by designing and playing a simulation game with an experiential component.

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Write-A-Book
(Identify Useful Information)

The Grube Method for writing a book of useful information involves dedication to library research, persistence of writing effort, and a scholars pledge to further research and write a 2nd edition work!

The *first step* for Kathryn, a 12 year old, 7th grade student, was to visit her local library and review all books, magazines, and newspapers on the *Lake Superior Circle Tour*. She located 150+ family-tourism sites near the shoreline of Lake Superior.

A *second step* was to organize a scrapbook of information, photocopies, newspaper clippings, postcards, and maps related to the 150+ Lake Superior tourism sites. Kathryn had learned certain techniques for newspaper scrapbooks by reading Mark Twain's *"Scrapbook System"* found in *Samuel Langhorne Clemens Autobiography!*

A *third step* was to visit Lake Superior tourism sites while on family vacations. This helped her to visually understand the real significance of the Agawa Rock Indian Pictographs and the Slit Rock Lighthouse. She used a scorecard to rate each site. Site criteria included important people, historic significance, and family entertainment value.

A *fourth step* was to write a variation of her favorite card game: Two-handed competitive Cribbage! Kathryn's simulation gamebook included the titles of *Definition, Object of the Game, Rules and Regulations, Questions of Trivia and Significance, Gaming Equipment, and Annotated Bibliography.* She used a computer word processer to write her book; she sought editing assistance from her father; and she placed illustrations in the text to enhance the reader's understanding. In 1984 Kathryn's *Lake Superior Cribbage-The GEM of Board Games!*, a simulation game was published!

The Grube Method requires the gathering and preparation of useful information which can be continuously built upon and updated to improve instructional content.

Create-A-Deck
(Design Playing Cards)

The ordering, classifying, and recording of useful information has is a computer artform. If the parents of Ken, a ten year old, fifth grade student to better understand local history, *Doctor Grube* recommends a proven, flash card technique! Ken simply records useful historic information on a standard, 52-card deck of playing cards by using adhesive labels. When Ken looks at his playing card hand, deals a hand of cards from his special deck, and plays competitive card games, instant visual information passes through his eyes from these cards and is permanently recorded by his brain. This visual reinforcement process stores future, useful information for instant call up!

Playing Cards from *Cribbage d'Etroit*

King of Mansions
♠ Willistead Manor
♥ Francois Baby House
♦ David Whitney House
♣ Meadow Brook Hall

Queen of Landscapes
♠ Jackson Park
♥ Village of Point Edward
♦ Cranbrook Educational Community
♣ Edsel & Eleanor Ford House

Jack of Counties
♠ Essex
♥ Lambton
♦ Oakland
♣ Wayne

5 of Plaques
♠ The Great Western Railroad
♥ International Boundary
♦ Ambassador Bridge
♣ Lac Saint Claire

The Grube Method helps educators arrange, classify, and record useful information on a standard deck of playing cards, thus reinforcing visual discrimination and visual memory.

Design-A-Gameboard
(Create Artistic Work)

When a young gameboard designer has a basic knowledge of a simulation game subject, such as maritime history, the function and form of the gameboard design is readily achieved.

Karl, a 14 year old, ninth grade student, had selected a lighthouse architectural theme for his simulation game. He liked to read about the maritime history and archaelogy of the Great Lakes and had visited the Grosse Pointe Lighthouse at Evanston, Illinois. Karl's favorite card games were poker, including 5-card stud, 7 card draw, and baseball poker.

Karl's design experiences became a creative enterprise and required constant refinement and detailing once the gameboard information was organized. A paper template with 16 spaces, four corner spaces and a center graphic area was provided the young designer. He could select any number of spaces to insert titles or gaming information. Karl decided on a gameboard configuration of 16 Lake Michigan Lighthouses and four Lake Michigan Circle Tour logos for the gameboard corners.

Karl's family had vacationed along the *Lake Michigan Circle Tour* route for many years. These were great opportunities for Karl to photograph the lighthouses with his 35 mm camera. As happens on vacations, a few travel days were overcast, rainy and poor for picture taking. Karl resolved the poor camera conditions by purchasing lighthouse post cards at local tourist outlets. The young designer selected the best photographs and postcards, arranged the pictures with captions, and created a collage of pictorial lighthouses. The gameboard exhibited a unity of design, color and scale balance, and esthetic appeal.

The Grube Method asserts that "good" design of an educational gameboard is the quintessence of the simulation game. Creativity, color, form, function, mathematics, scale, and visual appeal are important elements of the design process.

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Collect-A-Bibliography
(Assemble Game Resources)

The following books, games and journal will provide useful introductions to simulation games and gaming for those interested in learning more about applied educational concepts and techniques.

Games For Fun and Learning
. Jan Barney Newman (Aristoplay, Inc.)

ARTDECK GAME *Made For Trade*
Polution Solution *Where in the World?*

Finest Color Game Book In Print
. Botermans, Burnett, van Delft, van Splunteren
The World Of Games Their Origins and History
How to Play Them, and How to Make Them

25 Years of Simulation Game Research
. *Simulation & Gaming* An International Journal of Theory, Design and Research Volume 3, Number 3, September 1992

The Great Lakes Geographical Amusement
. Karl W. Grube, Kathryn Grube (Games By Grube)

Lake Superior Cribbage *Cribbage d'Etroit*
Lake Michigan Poker *Lake Huron Poker*
Lake Erie Rummy *Lake Ontario Rummy*

Playing Cards In Teaching And Learning
. Margie Golick, Ph.D.

Deal Me In!
Reading, Writing & Rummy

Grass Roots Card Games for Ordinary People
. Joseph Petrus Wergin (Wergin Distributing)

Cribbage For Kids
The Cribbage Generation Is Here!
Win At Cribbage

The Grube Method of bibliographic collection for a simulation game includes book annotations, newpaper articles, magazine reprints, 35 mm slides, art prints, and CD ROM discs.

Learn-A-Set
(Evaluate Game Principles)

The author of a simulation game is guided by a set of useful, game principles. Practical game principles are best tested and refined by using trial and error methods.

Simulation Game: The gaming activities of chance and skill applied to real life situations. *(Simulated travel in Lake Superior Cribbage The GEM of Traveller Board Games)*

Definition: The scenario of a simulation game. *(Lake Superior Cribbage is a satellite assisted simulation game which allows players to simulate travel around the Lake Superior Circle tour using the gamesmanship principles of competitive 2-handed cribbage.)*

Objectives Defined: The actual parameters in written form of a simulation game.) *(A total of 121 spaces or points must be scored by a player through the selection and play of cards, prior to the opponent.)*

Model Development: The written and schematic, conceptual process of designing a simulation game. *(The Grube Method: The Art of Teaching and learning Useful Information by Designing and Playing a Simulation Game.)*

Frame Game: The ability to replicate a game format with varying rules and regulations. (Lake Superior Cribbage and Lake Superior Camera Trail)

Playability: The game players who readily enjoy a simulation game are proof that the simulation game is playable. Game players must want to play it and be able to play it! *(Lake Superior Cribbage 1984, 1988, 1990, 1994)*

Factual Information and Concepts: The game questions should be written to reflect useful, factual and conceptual information. *(Cribbage d'Etroit The GEM of the Straits!)*

The Grube Method advances practical author-game principles important in the design, development, and value of a simulation game.

Pen-A-Page
(Write Game Questions)

The writing of simulation game questions requires the author to measure for validity and reliability. Validity implies, does it measure what it is supposed to measure, and reliability suggests, is it consistent through out. Three levels of information can be determined: 1st Level-*Facts;* 2nd Level-*Factual Information;* 3rd Level-*Conceptual Content.*

Cribbage d'Etroit The GEM of the Straits!

Definition: *Cribbage d'Etroit The GEM of the Straits!* is an historical simulation game which allows players to travel DOCTOR GRUBE'S Lake St. Clair Circle Tour using the gamesmanship principles of competitive, 2-handed cribbage.

Facts:

81. Meadow Brook Hall: *(Alfred and Matilda Dodge Wilson Estate)*

Factual Information:

17. The 100 room Tudar-style Mansion of Alfred and Mitilda Dodge Wilson boasts 39 masonary chimneys and is known as _____
(Meadow Brook Hall)

Concept Content:

6. Miltilda Rausch, a young Canadian farm girl married John Dodge, an automotive mechanical genius in 1907. The auto magnet passed away unexpectedly at the age of 55 leaving Matilda with a family, a fortune, and her dream. Later Matilda married Alfred Wilson and created Meadow Brook Hall at a cost of $4 million dollars in 1929. *(In 100 words or less, why is it important for youth to have a dream and to continuously pursue that dream?)*

The Grube Method strives to develop factual information and concept questions that have validity and reliability of written, test measurement. Game questions can be standardized for testing purposes.

Master-A-Theory
(Apply Experiential Learning)

The great European and American pedagogues of education and psychology have researched and documented the value of creative play as related to optimum growth and development of children. These 19th Century educational theorists including *Dewey, Freud, Froebel, Montessori, Pestalozzi,* and *Piaget* formulated their learning theories based upon the elements of play. According to these educational theorists, *children learn most effectively by doing a task or experiencing an activity as in playing a game!*

KING OF SPADES (♠) Henry Ford

Henry Ford pioneered *experiential learning theory or 'learn by doing a task'* by establishing the Henry Ford Trade Schools as facility and curriculum models patterned after Ford Motor Company industrial shops. He promoted World War II Victory Vegetable Gardens on Dearborn school-park sites; built indoor swimming pools in the Dearborn Public Schools; and created the Henry Ford Museum and Greenfield Village.

QUEEN OF HEARTS (♥) Clara Ford

Clara Ford, wife of Henry Ford, managed 1500 acres of garden and wilderness landscape at the Henry Ford Estate: Fair Lane. She gave formal talks on the estate gardens to her guests; provided hand-painted plant signs for the estate gardens; and guided Rouge River nature excursions in her mahogany run-a-bout boat. Clara personally supervised the habitat placement of bird houses and feeding stations which were used for ornithology study.

The Grube Method advocates that optimum learning of useful information can be achieved by on site experience. Henry and Clara Ford can be understood by touring the Henry Ford Estate: Fair Lane.

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Play-A-Game
(Test and Refine)

An entertaining moment of authoring a simulation game is the actual game play. Authors should carefully select user groups to play their simulation game to eliminate 'windfall' results. A time line of the play and subsequent improvements to *Lake Superior Cribbage The Gem of Traveller Board Games* by © 1984 Karl W. Grube, Ph.D. and Kathryn Grube are offered to future, game authors.

1984 1st Edition of *Lake Superior Cribbage*

200 copies were printed and sold to Mirage of Elkhart, Inc., a motorhome manufacturer located in Elkhart, Indiana. Suggested simulation game improvements included a satellite picture of Lake Superior for the center of the gameboard and written descriptions of the gameboard, tourism stops.

1986 2nd Edition of *Lake Superior Cribbage*

2,000 copies were 4-color printed and sold at Lake Superior tourism outlets. Suggested simulation game improvements included laminating the gameboard as a placement; and offering *the Lake Superior Circle Tour Guide*. Test play and evaluation occured at Grades 5-6-7 in Michigan and Ontario public schools.

1990 3rd Edition of *Lake Superior Cribbage*

5,000 copies were litho printed and sold through mail order catalogues and Michigan and Ontario major, tourism attractions. The simulation game suggested improvements included printing the rules and regulations on back; designing the gameboard as an official USA post card; and selling a subscription to *Lake Superior Magazine* as an option. Test play and evaluation occured at the University of Michigan's School of Education at Ann Arbor.

The Grube Method stresses the importance of testing, refining, and evaluating the actual play of a simulation game. Owner buyer test groups are used to test and evaluate the simulation game.

TEACH-A-GAME
(Master the Methodology)

The effective teaching of the author's simulation game to a group of potential, board game inventors is a true test of communication. *The Grube Method Workshop I* format is offered as an example of an effectual pedagogy.

The Grube Method Workshop I: *The Art of Teaching and Learning Useful Information by Designing and Playing a Simulation Game*

Karl W. Grube, Ph.D., presents a 6-hour hands-on workshop to teach educators, students, parents and grandparents *The Grube Method of Instruction.* Workshop content and examples are pre-designed to match the interests and needs of specific attendees.

Workshop Participants Learn

. how to effectively teach 24 learned skills which are critical to student success, such as color discrimination, thinking, and visual memory. *(Lake Superior Camera Trail is employed in this lesson.)*

. how to focus upon the 'gestalt" of learning by experiencing an actual gameboard site. *(Cribbage d'Etroit is featured in this exercise.)*

. how to optimize student learning and motivation by combining experiential learning theory with a simulation game. *(Lake Superior Cribbage is incorporated into this module.)*

Workshop Participants Receive
. Grube Method Gameboard
. Grube Method Educator Materials
. 6-Hours of Hands-on Instruction

The Grube Method recommends repetitive seminar and workshop teaching of a simulation game by its author to groups of potential, avid game inventors and players.